TWO HOT NEW SERIES START THIS ISSUE!

sonic the comic

No. 25 May 13th 1994
Britain's OFFICIAL SEGA COMIC
£1.10 Every Fortnight

starring SONIC THE HEDGEHOG

BLADE RUNNER!

NEW SERIES

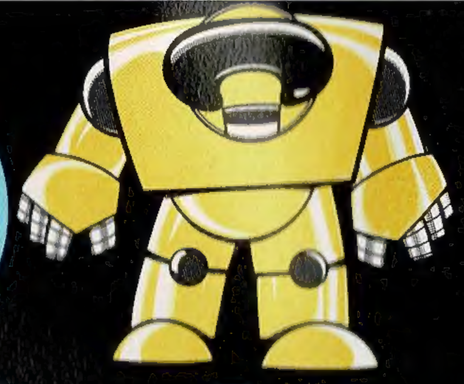
SKATES HITS THE STREETS OF RAGE!

MEGA NEW SERIES

THE SECRETS OF SONIC'S WORLD!

9 770969 304013 25

CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!
I'll keep the chat to a mimimun this time (all right, who cheered?) because there's way too much for you to enjoy in this issue.

The **Streets of Rage** gang make a welcome return and you get to meet Skates, the hottest thing on rollerblades! A brand new series featuring everyone's favourite blue hedgehog starts today - **Sonic's World.** Learn for the first time the secrets of the planet Mobius and its inhabitants. Finally, in answer to literally oodles of requests, demands (and threats) from you - the **Graphic Zone** is back! No, don't thank me - just write and tell the humes-who-think-they're-in-charge how wonderful I am!

Next time get ready for some serious chat on even more exciting new series to come from STC (how do we do it?)

Megadroid

Surf Sega!

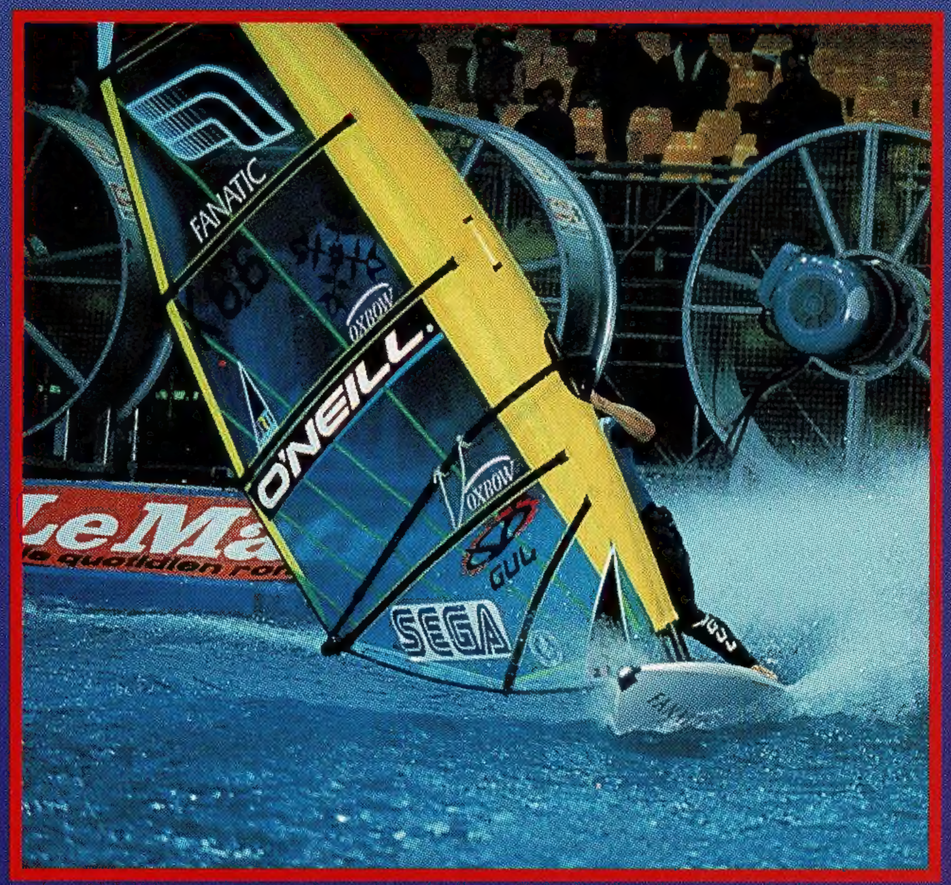
Sailing under the Sega banner this summer is Nik Baker, the UK's number one windsurfer.

Nik, 23, competes all over the world on the professional windsurfer competition circuit. Some of the events take place indoors around special pools lined by up to 32 massive fans which can whip up wind speeds of around 28 knots. Nik and his fellow competitors perform death defying loops and spectacular somersaults on their boards in pursuit of championship honours.

Nik Baker.

Keep an eye open for Nik Baker's name in the coming weeks as he prepares to blast all challengers out of the water, helped, of course by Sonic on his board's sail!

Nik in action, with fan-assitance!



STC's GOOD READING GUIDE

SONIC THE POSTER MAG No.4: Giant **Shinobi** action poster plus all-new, full-length **Shinobi** story. On sale now. £1.35.

ETERNAL CHAMPIONS SPECIAL: 48 pages of kickin' action with the Champs! Three all-new comic strips - including the feature-length origin story. Stats and game moves for every Champ - and more. Still on sale. £1.75.

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The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up ▲ down ▼ non mover ▬
RE re-entry new new entry

ELSPA — CHARTS COMPILED BY GALLUP

MEGA DRIVE

1	▬	SONIC THE HEDGEHOG 3
2	▬	NBA JAM
3	▬	FIFA INTERNATIONAL SOCCER
4	▲	ALADDIN
5	▼	WINTER OLYMPICS
6	▼	SENSIBLE SOCCER
7	RE	STREET FIGHTER 2 CHAMP ED.
8	RE	ETERNAL CHAMPIONS
9	RE	SONIC THE HEDGEHOG
10	RE	MICRO MACHINES

MEGA-CD

1	▬	GROUND ZERO TEXAS
2	new	NHLPA HOCKEY 1994
3	▼	WWF RAGE IN THE CAGE
4	▲	THUNDERHAWK
5	▬	LETHAL ENFORCERS
6	RE	ROBO ALESTE
7	RE	SEWER SHARK
8	RE	NIGHT TRAP
9	▼	SONIC CD
10	RE	TIME GAL

MASTER SYSTEM

1	▲	SONIC CHAOS
2	▼	WINTER OLYMPICS
3	▬	JUNGLE BOOK
4	▲	FANTASTIC ADVENTURES OF DIZZY
5	▼	SONIC THE HEDGEHOG 2
6	▼	SENSIBLE SOCCER
7	▬	TECHMO WORLD CUP
8	▬	DESERT STRIKE
9	RE	GAUNTLET
10	▼	MORTAL KOMBAT

GAME GEAR

1	▲	NBA JAM
2	new	MICRO MACHINES
3	▼	WINTER OLYMPICS
4	▼	SONIC CHAOS
5	▲	JUNGLE BOOK
6	▼	DESERT STRIKE
7	▬	SONIC THE HEDGEHOG 2
8	RE	ECCO THE DOLPHIN
9	RE	SPIDER MAN
10	▼	OLYMPIC GOLD

SONIC THE HEDGEHOG

The Sonic Terminator Part 2

Script: Nigel Kitching
Art: Richard Elson
Lettering: Steve Potter

SOUTH ISLAND ON PLANET MOBIUS.

LOCATION OF THE MANY HILL ZONES... GREEN, EMERALD AND OTHERS.

AT THE NORTHERN PART OF THE ISLAND IS THE FROZEN ZONE. A ZONE OF PERPETUAL WINTER.

IT IS ALSO THE LOCATION OF THE NORTH CAVE, THE SECRET PLACE WHERE SONIC HAS HIDDEN THE SIX CHAOS EMERALDS.

THAT IS, IT WAS A SECRET... UNTIL TODAY!

HAH! SONIC WILL MAKE PORK CHOPS OUT OF *LEWIS* WHEN HE FINDS OUT WHAT HE TOLD US!*

YUP, THAT PIG'S SURE GOT A BIG MOUTH, *CAP'N PLUNDER!*

*SEE LAST ISSUE — MEGADROID.

ALL RIGHT YOU POLTROONS, SPREAD OUT! A FLAGON OF RUM TO THE KNAVE WHO FINDS THOSE *CHAOS EMERALDS!*

MAKE THAT AN EXTRA LARGE *COLA* AND YOU'VE GOT A DEAL!

SONIC!

YOU DIDN'T *REALLY* THINK WE'D LET YOU WALK OUT OF HERE WITH THE CHAOS EMERALDS, DID YOU?

YOU CAN'T STOP ME NOW, SPIKEBALL! FIVE OF YOU AGAINST ALL OF US? WE'LL TURN YOU INTO *FISHBAIT!*

SCRAG 'EM!

FISHBAIT? US? I DON'T THINK SO!

LET'S RUMBLE!

HEY, HE... HE *MISSED* US!

CHIK! CHIK! CHIK! CHIK! CHIK! CHIK!

YOU BOYS DON'T KNOW ME VERY WELL...

YAAARGGH!

...I *NEVER* MISS!

YYYEEEOW!

OWW! THESE GUYS ARE *TOUGH!*

WATCH YOURSELF, PORKER!

B-CHINKK!

TH... THANKS AMY!

HOLD IT RIGHT THERE, YOU *LAND-CRAWLERS!*

SORRY SONIC, I GUESS I SWOOPED TOO LOW... *:GULP!:*

NICE GOING, PIXEL BRAIN.

OK, PLUNDER, IT'S COOL. YOU'VE GOT THE EMERALDS. LET THE KID GO.

BUT SONIC! THOSE EMERALDS ARE CHARGED WITH *PURE EVIL*!*

THE CHAOS EMERALDS ARE OVER THERE... *TAKE THEM!*

**PROFESSOR KINTOBOR TRIED TO RID MOBIUS OF EVIL BY ABSORBING IT INTO THE EMERALDS – THIS WAS BEFORE HE WAS TURNED INTO ROBOTNIK, OF COURSE — MEGADROID.*

THEY'RE HERE ALL RIGHT CAP'N!

QUIT YER JAWWIN' AND GRAB 'EM YOU IDIOT!

SONIC, YOU KEEP THE EMERALDS HERE BECAUSE IF THEY'RE NOT KEPT COLD, THEY BECOME UNSTABLE.

WHAT WILL THEY DO TO THE PIRATES?

THAT'S A *REAL* GOOD QUESTION, LITTLE BUDDY... LET'S FIND OUT.

SOME TIME LATER...

BRING US IN LOW, TAILS. WE DON'T WANT TO GET SPOTTED.

BE CAREFUL SONIC, GOODNESS ONLY KNOWS WHAT THE EVIL IN THE EMERALDS HAS DONE TO THEM!

I DON'T BELIEVE...

DIG IT

PEACE

HEY *SONIC BABY!* COME AND JOIN THE PARTY— WE'RE JUST CHILLIN' OUT, EXPANDING OUR KARMAS, FEEDING OUR MINDS AND ALL THAT *CRAAAZY* STUFF.

RIGHT... SURE!

I WANT THE CHAOS EMERALDS BACK, PLUNDER!

HEY, NO SWEAT, MAN! LIKE, ALL PROPERTY IS THEFT, *RIGHT?* THEY'RE YOURS!

GUESS I'LL BE RUNNING ALONG!

PEACE AND LOVE, MAN!

I GUESS THAT MUST HAVE BEEN PRETTY *HORRIBLE*, SONIC!

I BET THE EVIL IN THOSE EMERALDS TURNED THE PIRATES INTO *HIDEOUS CREATURES*, OR SOMETHING!

NO PIXEL BRAIN, THE CHAOS EMERALDS *ABSORB* EVIL, NOT RADIATE IT...

BUT YOU'RE RIGHT IT *WAS* PRETTY UGLY. BUT, HEY– NOTHING *I* CAN'T HANDLE!

BACK IN THE EMERALD HILL ZONE, DISASTER STRIKES!

BRAKOOOM!!

RUN FOR YOUR LIFE!

LOOK, *UP THERE!* I CAN SEE SOMETHING! WHAT IS IT?

BRING ME SONIC THE HEDGEHOG.

IT IS TIME FOR HIS *EXTERMINATION!*

NEXT ISSUE : *SONIC TERMINATED?*

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems. STC Reviewers this issue: David Gibbon & Steve May.

MD Mega Drive
MCD Mega CD
MS Master System
GG Game Gear

STC Rating System

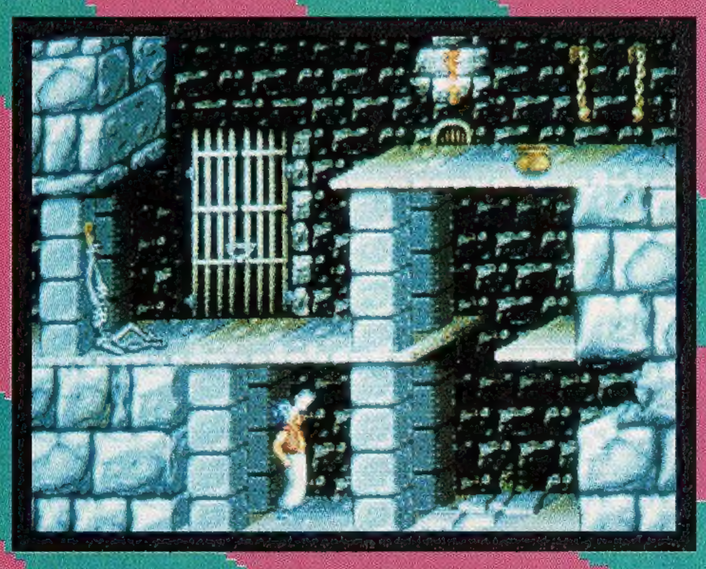
under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

PRINCE OF PERSIA

game type: PLATFORM
1 PLAYER

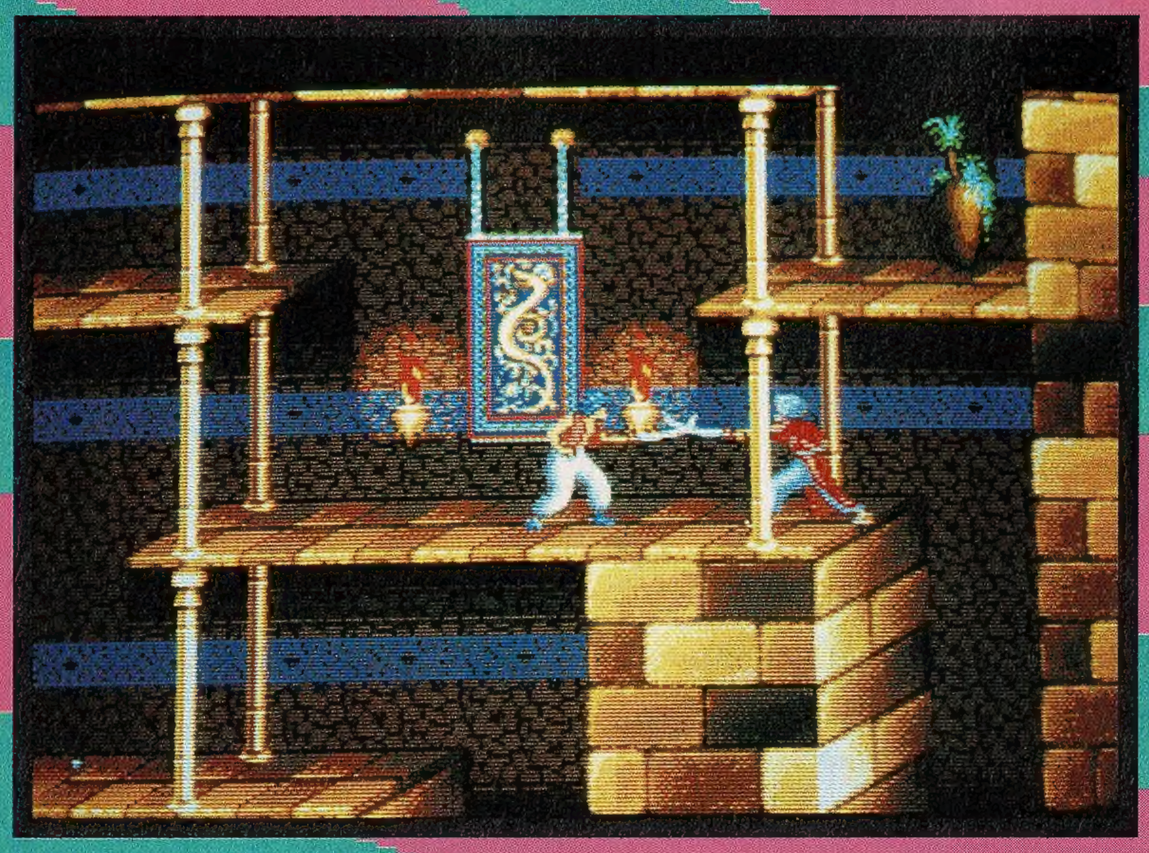
Superbly realistic animation made *Prince of Persia* one of the most acclaimed products Domark have ever released and at last it has finally been converted to the Mega Drive. It first saw the light of day several years ago on the Amiga computer, the incredible life-like movements of the prince never seen before in a video game. 1993 saw the conversion onto the Master System and Game Gear and became a big hit on both 8-bit systems. Mega Drive owners who have already seen very realistic animation with *Flashback* and *Another World* won't be as impressed by its graphics as others have been.

The evil Grand Vizier has captured the beautiful princess and, in the role of the brave and fearless prince - original story line - you must move fast to escape your cell, avoiding traps, palace guards and figuring out brain teasing puzzles along the way. To save the light of your life you must complete the entire game within 60 minutes or else she's doomed. Incidentally, achieving this within an hour is no easy task!



Prince of Persia is split into 12 levels, each divided into the three main sections of the game: dungeons, the palace and the top of the tower where the princess awaits. The game takes in the odd sword fight with a guard, and you get hundreds of rooms in each level, but the problem is they all look near identical to each other. Playing this game is a little like walking around a maze, constantly trying to get that bit further.

The game does make full use of the Mega Drives' capabilities, and no one can deny that the animation is spectacular, but basically **Prince of Persia** is an outdated platform game, all be it glossed over with some excellent animation. - DG.



FAST FAX

PUBLISHER: DOMARK
PRICE: £39.99

GRAPHICS 90
SOUND 78
PLAYABILITY 74

RAVES
Superb human-like animation.

GRAVES
Not much fun to be had.

OVERALL 79%

JAMES POND 3

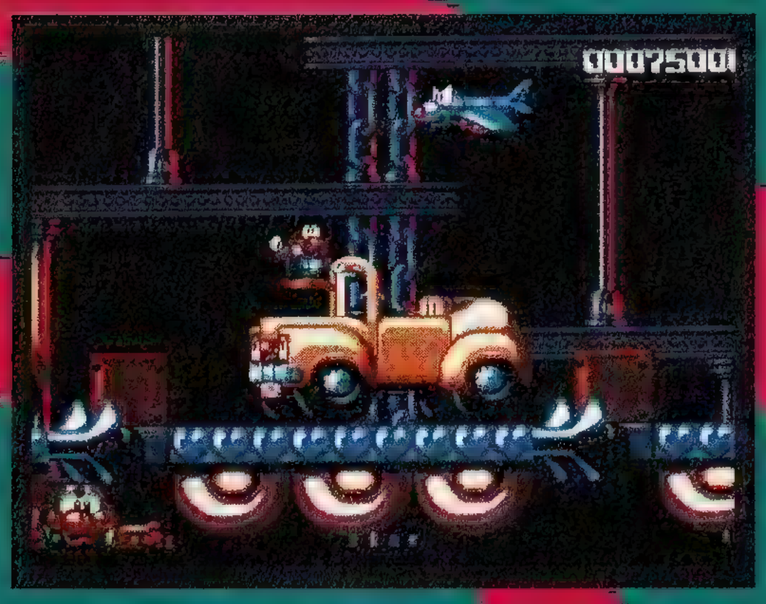
game type: ARCADE
1 PLAYER

Electronic Arts' most unlikely hero, aquatic secret agent James Pond is back on the trail of arch villain Dr Maybe (first seen and defeated in the original Pond cart *Robocod*).

This time, however, the gill-man from F.I.S.H. must pursue the mad Doctor into outer space. The arch villain from J.A.W.S. has discovered that the moon is not only made up of cheese, but a whole variety of dairy products, and has hijacked a space probe to execute his most cunning plan yet. By mining high quality Moon cheese he will monopolise the world's cheese market! The consequences will be terrible. The dairy industry we know and love will turn sour overnight! Hundreds of cows will be made redundant! You get the dreadful picture...

Helping out on Operation Starfish (star-fish geddit?) is agent-in-training Finnius Frog. Although slow (and somewhat green) compared to Pond, the little Frog holds the key to the completion of the game. (Tip: his powerful back legs help him jump higher than his companion, and he's able to squeeze through very small holes).

Can James Pond bring Dr Maybe back down to earth or will he end up as fish fingers? Only this 16Meg cart holds the key. If you feel that the first two adventures pretty much exhausted the potential of Pond, **James Pond 3** will come as a pleasant surprise. It's an above-average platformer, with some quite difficult stages full



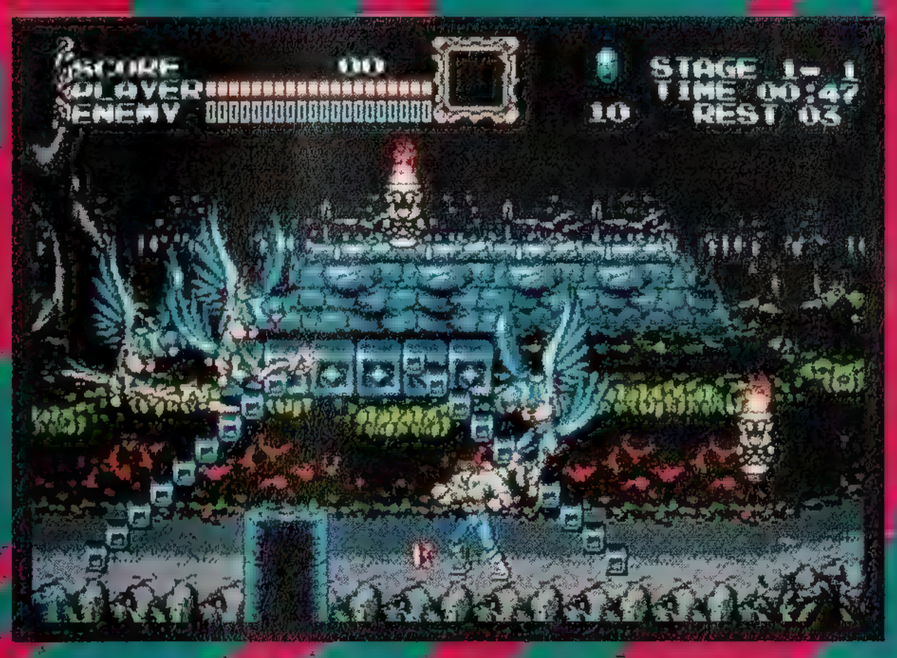
CASTLEVANIA - THE NEW GENERATION

game type: PLATFORM
1 PLAYER

MD

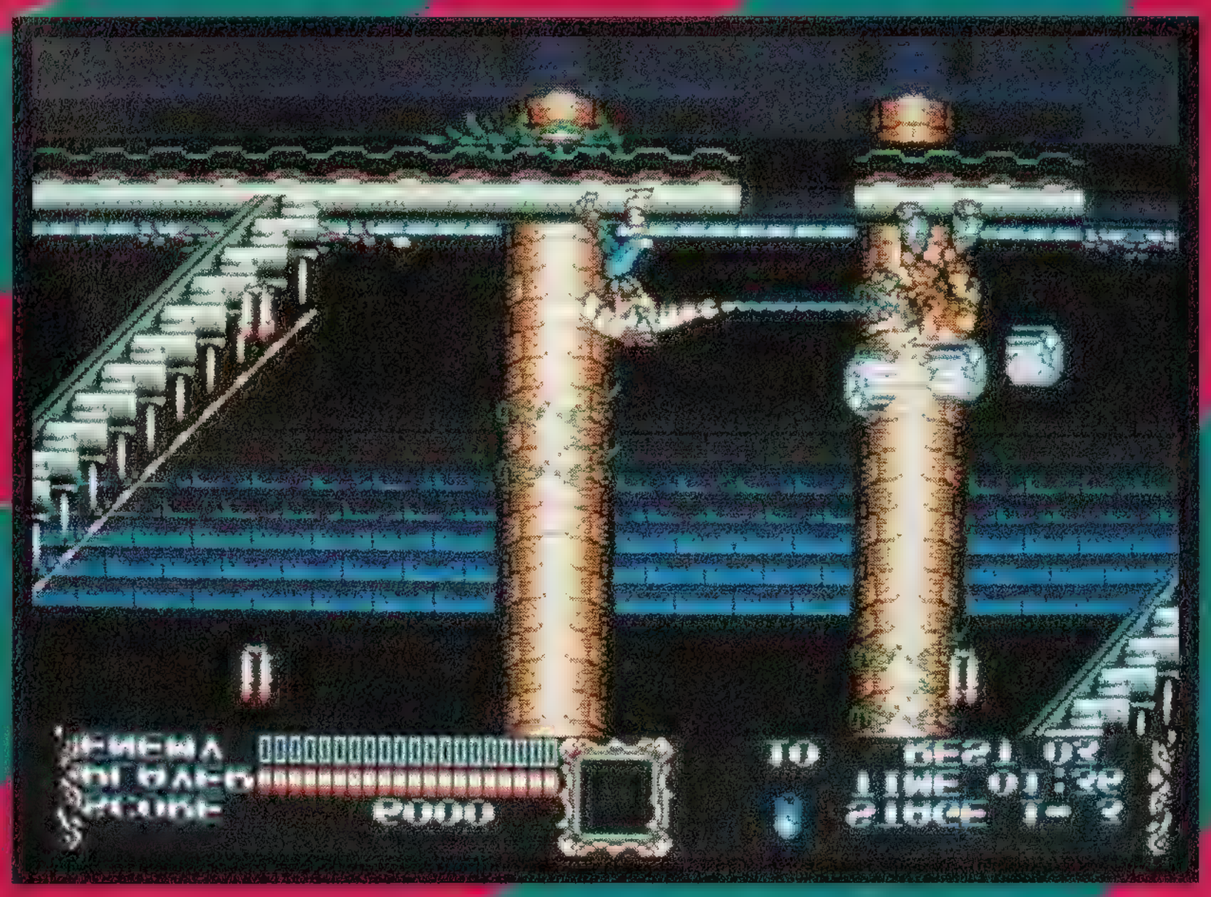
Castlevania - The New Generation is set in 1897 and a long-lasting battle between Count Dracula and mere mortals has died down! However using a ceremony of evil vampire Elizabeth Bartley has caused a war to conjure up the human souls of Europe in an effort to revive her uncle Drac.

Your task is to prevent the enthusiastic Elizabeth reviving her old uncle, and you begin this by selecting to play the role of one of two characters. The first choice on offer is John Morris, whose main weapon is the Vampire Killer Whip, which not only destroys enemies, but is handy for hooking onto ceilings which is a plus in this game. The other character is Eric Lecarde whose main weapon is a witches spear. Both the whip and spear contain four different levels of power (each time you pick up a coat of arms your weapon will go up a level while injury causes the level to decrease).



Castlevania is crawling with items awaiting collection and the most available are candles; the thin ones contain a surprise and thick ones hold an attack item. A surprise can reveal a good thing such as an extra life or a jewel, or it can decrease your life meter by half. An attack item will give you a special weapon such as a boomerang. However, each time you use this your amount of jewels diminish. The game is played over six stages, each consisting of various routes. A large and sometimes very nasty end-of-level boss will appear at the end of each stage. Each room reveals a different interior and the baddies change throughout.

Castlevania - The New Generation actually looks and plays in a similar way to the *Shinobi* series - you walk along different platforms whilst bumping off baddies and collecting various items. Even the graphics are in the same league. The level of interest within this game will have you coming back for more. Very addictive and extremely challenging. - DG.



FAST FAX

PUBLISHER: KONAMI
PRICE: £44.95

GRAPHICS: 87
SOUND: 84
PLAYABILITY: 88

RAVES
A thoroughly enjoyable and addictive platformer.

GRAVES
Once completed, you may not wish to play it again.

OVERALL: 87%

FAST FAX

PUBLISHER: ELECTRONIC ARTS
PRICE: £44.99

GRAPHICS: 85
SOUND: 70
PLAYABILITY: 90

RAVES
Great gameplay and graphics.

GRAVES
Not overly original.

OVERALL: 87%

of delicious graphical touches. Despite the spaced-out location the game has loads of atmosphere.

A map screen helps you plot your progress, but be warned: the moonscape play area is awash with secret levels and routes. At least a useful password feature ensures that you'll not have to retread old ground when returning after a screen-break.

James Pond 3 is probably the best Pond epic yet. It's fun to play, the graphics are outstanding, and even experienced platform players will, at some stage, be left floundering. - SM.

HERE'S A PIECE OF THE ACTION!

FOR THE WHOLE PICTURE - BUY THE MAG!

GIANT SHINOBI ACTION POSTER!

ALL-NEW, ALL-ACTION, COMPLETE SHINOBI STORY!

Sonic THE POSTER MAG

Starring Shinobi

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STREETS OF RAGE

SKATES' STORY PART 1

NEW SERIES

THE CITY IS DYING. CRIME IS THE DISEASE.

BUT BEING A COP IS NOT ENOUGH -

I SHOULD KNOW — I **QUIT** THE FORCE SIX MONTHS AGO. *

I DON'T LIKE BAD COPS!

RAM HIM!

BLAM!

YOU'RE **THROUGH** IN THIS TOWN, SCUMBAGS!

PTANGG!

*SEE STC 7-12 — MD

I REALLY HATE DRUG DEALERS!

BARROOM!

Script: Mark Millar **Art:** Peter Richardson **Lettering:** Tom Frame

I'M ALMOST AN HOUR LATE FOR AN OLD FRIEND — ONE OF THE LAST GOOD COPS IN THE ENTIRE DEPARTMENT.

HE'S GOT A COMPUTER DISK WITH SOME RED-HOT INFORMATION ON CORRUPT HIGH-RANKING POLICE OFFICERS.

SOUNDS TO ME LIKE HE'S GOT ENOUGH DIRT TO BRING DOWN THE ENTIRE DEPARTMENT.

SEEN MURPHY AROUND?

GONE. TWENTY MINUTES AGO.

DAMN.

YOU CAN TELL MURPHY'S AS CLEAN AS A WHISTLE —

HONEST COPS ARE ALWAYS POOR.

SKATES?

IS THAT YOU, HONEY?

NO, IT'S ME. AXEL DIDN'T SHOW.

FORGET AXEL! FORGET THIS 'GOOD COP' GARBAGE! YOUR STEPSON IS GETTING OUT OF **PRISON** TODAY!

I DON'T HAVE A STEPSON, MARIA — I HAVE A **DISGRACE!**

COME ON, YOU STUPID PIECE OF JUNK!

HA! YOU LOSE AGAIN, ROACH?

HEY! C'MON, GUYS! GO EASY ON THE PINBALL TABLE, HUH?

YOU GIVIN' US A HARD TIME, OLD MAN? YOU LOOKING FOR TROUBLE

I'M SORRY, ROACH! I DIDN'T MEAN TO UPSET YOU!

CAREFUL, ROACH. MAKIN' THREATS CAN LAND YOU IN JAIL...

...I SHOULD KNOW!

SKATES!

SKATES, MY MAN! HOW WAS THE LOCK-UP?

EXTRA THIRTY DAYS FOR BAD BEHAVIOUR, ROACH. YOU KNOW HOW IT IS.

LET'S CELEBRATE, SKATES, LET'S GO GRAB SOME BEERS!

YEAH! LET'S BLOW THIS JOINT!

HEY, I'VE BEEN ACHING TO GET BACK ON MY **WHEELS!**

THANK GOODNESS THOSE BUMS HAVE GONE!

PUNKS!

IN AN ANONYMOUS OFFICE BLOCK HIGH ABOVE THE CITY.

MOST OF THE ELECTED OFFICIALS ARE ALREADY IN OUR POCKET BUT ONE OR TWO STILL REMAIN A PROBLEM.

MR X HAS ASKED ME TO DEVISE A SCHEME TO REMOVE THESE TROUBLESOME ELEMENTS **PERMANENTLY.**

IMAGINE A **CHARITY BALL!** ALL THESE DO-GOODERS ON ONE BOAT!

IT COULD BE AN ENGINE MALFUNCTION... TERRORISTS...WHATEVER...

WE REPLACE THEM ALL NEXT DAY WITH OUR **OWN** MEN.

I UNDERSTAND WE HAVE A WOLF IN OUR FOLD — A POLICE OFFICER WHO PLANS TO EXPOSE OUR OPERATIONS.

WHICH ONE OF YOU IS GOING TO DEAL WITH THIS MATTER?

UM... THAT'S ME.

I'M TAKING CARE OF OFFICER MURPHY!

"WE TAPPED HIS PHONE AND FOUND OUT WHAT HE'S UP TO. HE'S IN LEAGUE WITH THOSE **EX-COPS** YOU RAN INTO A WHILE BACK.

"IT SEEMS HE HAS THE PRIVATE CRIMINAL RECORDS OF ALL THE NEW COPS YOU PUT ON THE FORCE — ON DISK.

I **WANT** THIS DISK DESTROYED, GENTLEMEN!

AND I WANT OFFICER MURPHY **DEAD!**

NEXT ISSUE: THERE WILL BE VIOLENCE!

NEWS Zone

MEGA DRIVE 32: THE NEXT GENERATION!

New hardware to boost Mega Drive performance

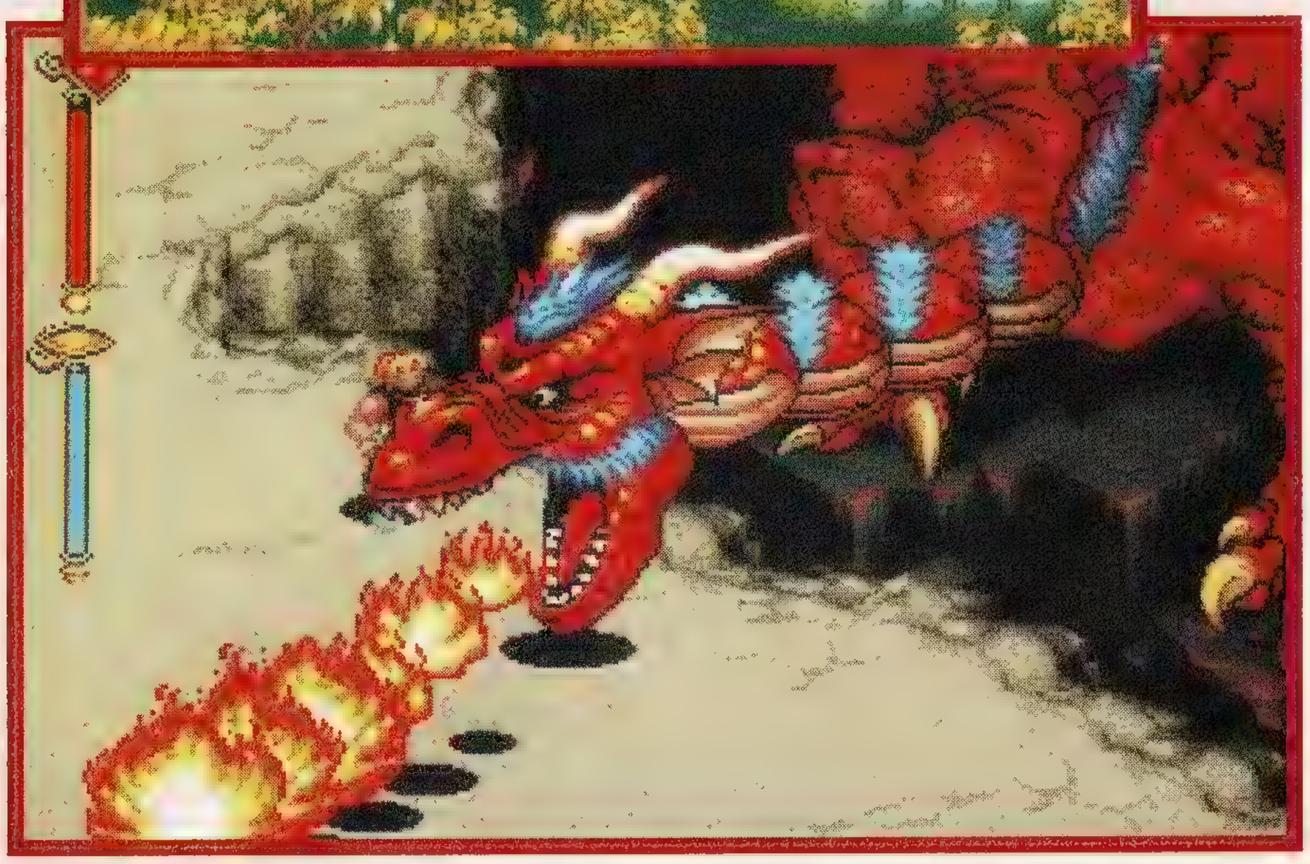
As we speculated last issue (Short Bursts, STC 24), Sega have plans to boost the performance of the Mega Drive, leaping it into the 'next generation' of 32-bit games.

Towards the end of the year Sega will release an add-on, known as the **Mega Drive 32**, which will plug into the game slot of all existing Mega Drives giving '2x32 bits' of processing power. This means faster processing speed, over 250 colours available, polygon technology graphics, CD quality sound and more.

The **Mega Drive 32** will play both current Mega-CD discs and Mega Drive carts as well as a new generation of games being specially written for it. These will undoubtedly follow along the lines of the ground-breaking 'Virtua' titles like **Virtua Racing** and **Virtua Fighter**.

Initially available only as an add-on for existing MD owners and selling for £149, the **Mega Drive 32** will later become an integral part of a new Mega Drive console (Mega Drive 3?) which is planned for early next year.

The **Mega Drive 32** puts the Mega Drive right up there with the new wave of 32-bit consoles currently appearing in the shops and paves the way for the coming of Saturn, Sega's 'mega-mega' new console!



(Below) Story of Thor: adventure in a new vein.

SEGA'S SUMMER OFFENSIVE

Hot new games lined up to make summer sizzle!

An arcade offering for the Menacer Light Gun and three mould-breaking adventure games for the Mega Drive are just some of the new games on the way from Sega.

Bodycount

This latest addition to the range of games designed for the Menacer Light Gun features a very simple plot. Aliens have taken over Earth and you are Jon Steadman the resistence movement leader. You have to obliterate *them* before they get *you*!

Bodycount boasts five explosive levels,1-2 player option and comes on an 8-megabit cart. On sale now. Incidentally, for those who don't have the Menacer gun, it can be also be played with the Sega Mouse.

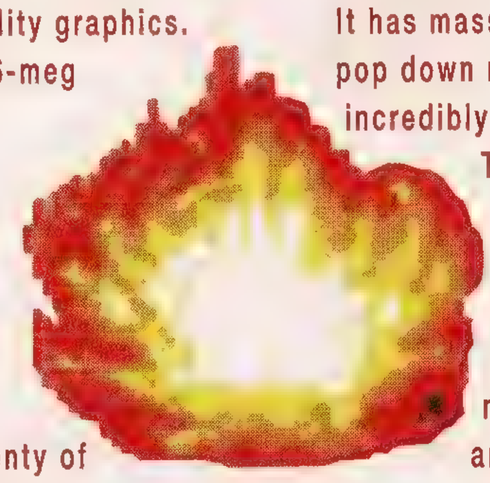
Relayer

The latest offering from the Treasure team. To date Treasure has produced *Gunstar Heroes* and *McDonalds* (due to be released in May) for the Mega Drive, both superbly presented titles. **Relayer** is no exception. You control Wayden in his quest to retrieve the four power crystals and save the world (kinda familiar huh?).

The game features a 3D viewpoint and it has incredible playability as well as a great mix of puzzles and arcade quality graphics.

It is a 16-meg game with battery backup, 15 enormous levels with some awesome bosses, plenty of strategy but with very easy to access menus and spells.

Expect to see it on sale around June or July.



Ragnacenty (working title)

To date the '*Zelda*-type' of adventure game has been sorely missing from the Sega catalogue. **Ragnacenty** makes up for this in spades!

Featuring a top-down viewpoint it offers a slower but still basically arcade style of play. You are Hero, an ordinary boy who has the ability to talk to animals. You can get animals you meet to tag along with you and use them defensively or to attack. The scenes are varied with many dragons and monsters to beat.

Ragnacenty is an enormous 16-meg game with incredible graphics, gameplay depth and action.

If you like *Zelda* you'll love this!

Story of Thor

An absolutely humungous 24-megabit game!

Story of Thor is sort of a cross between **Relayer** and **Ragnacenty**, the viewpoint is between top-down and isometric. The graphics are beautifully animated with amazing sound samples, like water splashing and people groaning!

You'll encounter fire-breathing dragons that fill half the screen, goblins that are fiendishly clever and many puzzles and other characters. It has masses to do and the pop down menus are incredibly simply to use.

The storyline has you hunting for a golden bracelet which leads you onto other mysterious items and people.

Bodycount's new Light Gun action

Rygarish adventure in a 'Zelda' mould.

SONIC 3 GETS MAPPED

NEWS

For all the answers, get the book

Frozen in the Icecap Zone? Lost in the Launch Base Zone? In short, are you having problems cracking **Sonic 3**? Fret no more, true Boomer, because help is on the way.

The Official Sonic 3 Play Guide goes on sale around the middle of next month. Featuring over 4,000 colour screenshots (including composite screen-shot maps of every level) the book cracks the game wide open with hints, tips, special solutions and details of how to beat all the end-of-level bosses.

Published by Titan Books **The Official Sonic 3 Play Guide**, produced in association with Sega, costs £7.99 and should be available from all good bookshops from 19th June.

JUDGE DREDD

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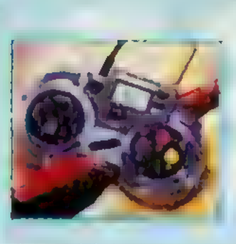

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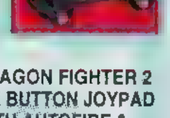

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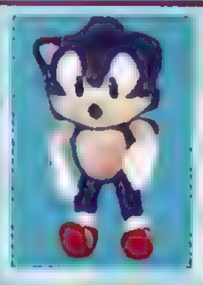

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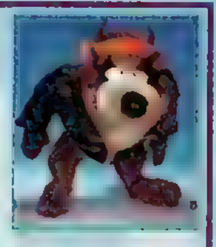

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"IF YOU TRAVEL 117,63222 LIGHT YEARS FROM THE EARTH YOU WILL DISCOVER A SMALL GALAXY.

"WELL, ACTUALLY YOU **WON'T** BECAUSE IT EXISTS IN A PARALLEL DIMENSION, IN A DIFFERENT TIME ZONE AND THE WHOLE REGION IS MADE UP OF DARK MATTER.

NEW SERIES

SONIC'S WORLD

prologue: Once Upon a Planet...

Script: Nigel Kitching
Art: Mike Hadley/
John M. Burns
Lettering: Ellie de'Ville

"BUT IF YOU WERE ABLE TO GET THERE, **THIS** IS WHAT YOU WOULD SEE...

"THE BEAUTIFUL UNSPOILT WORLD OF **MOBIUS**. UNSPOILT THAT IS UNTIL **DOCTOR ROBOTNIK** CAME ON THE SCENE.

"BUT, I'M GETTING AHEAD OF MYSELF...

"MOBIUS IS MADE UP OF VARIOUS **CONTINENTS**.

"AND THE CONTINENTS ARE DIVIDED INTO AREAS CALLED **ZONES**.

"CHECK OUT THE **GREEN HILL ZONE**... PRETTY NIFTY, EH?

"DON'T ASK ME TO NAME ALL THE ZONES OR WE'LL BE HERE ALL DAY!

"ANYWAY, THE PLACE WE'RE INTERESTED IN IS **SOUTH ISLAND**. IN PARTICULAR, THE **HILL ZONES**.

"THIS IS MARKET DAY IN ONE OF THE **EMERALD HILL ZONE VILLAGES**.

APPLES N PEARS

"THINK THIS PLACE LOOKS A LITTLE DULL?

"FORGET IT! THIS IS **SONIC THE HEDGEHOG'S NEIGHBOURHOOD!**

"HIDDEN IN ONE OF THE HILL ZONES IS SONIC'S **SECRET UNDERGROUND BASE**...

"WHERE?

"AS I SAID... IT'S A **SECRET!**

"WELL, WE HAD TO GET TO HIM SOONER OR LATER. HERE HE IS, OLD ROTTEN EGG BREATH HIMSELF — **DOCTOR ROBOTNIK!**

"AFTER A FEW SERIOUS SET-BACKS *, ROBOTNIK SET UP HOME IN THE WEIRD ALTERNATIVE DIMENSION KNOWN AS THE **SPECIAL ZONE**.

* COURTESY OF A CERTAIN BLUE HEDGEHOG — MEGADROID.

"FROM HERE HE RULES MOBIUS AND CO-ORDINATES ALL HIS OPERATIONS."

REPORTS COMING IN OF A DISTURBANCE IN THE STAR LIGHT ZONE. BADNIK FLYING SQUAD RESPONDING.

"HE HAS SET UP HIS MINIONS TO RUN SOME OF THE MOST IMPORTANT ZONES!

"LIKE THE **MARXIO BROTHERS** IN THE **CASINO NIGHT ZONE**."

HEY! WE DON'T LIKE BEING CALLED '*MINIONS*', DO WE **CHICIO**?

NO WAY BOSS! WE DON'T-A LIKE BEING CALLED AFTER ANY KINDA FISH!

"ORBITING MOBIUS IS THE MIRACLE PLANET, KNOWN TO SOME AS THE LITTLE PLANET.

"THIS BEAUTIFUL PLACE IS COMPLETELY UNSPOILT AND APPARENTLY UNINHABITED.

"THAT'S RIGHT, APPARENTLY! (I'VE GOT TO LEAVE ROOM FOR SOME SURPRISES, HAVEN'T I?)

"THE MIRACLE PLANET ONLY APPEARS OVER MOBIUS ONCE A MONTH. THEN IT FADES AWAY AGAIN.

"AND NOBODY KNOWS WHERE IT GOES TO... NOBODY!

"BUT I DO KNOW ABOUT THE SIX TIME STONES.

"THEY ARE HIDDEN SOMEWHERE ON THE MIRACLE PLANET. RUMOURS ARE THAT ROBOTNIK HAS PLANS TO FIND THEM!

"WITH THEM HE COULD CONTROL TIME ITSELF AND BECOME UNSTOPPABLE!

"BUT THAT WILL NEVER HAPPEN...

"WE HOPE!

"SO, THERE YOU HAVE IT— ROBOTNIK IS THE RULER OF MOBIUS!

"AND THE WHOLE PLANET IS CHOKING UNDER HIS EVIL INFLUENCE!

"HE NO LONGER HAS THE **CHAOS EMERALDS** AND IS THEREFORE UNABLE TO USE THEIR EXTRAORDINARY POWER.

"YET STILL HE RULES.

"HOWEVER, MOBIANS OF SOUND MIND KNOW THAT ONE DAY SONIC WILL TAKE CARE OF ROBOTNIK AND HIS EVIL EMPIRE ... FOR GOOD!"

BELIEVE IT!

"ME? YOU'RE WONDERING ABOUT YOUR HUMBLE NARRATOR?

"ONLY **I** KNOW ALL THERE IS TO KNOW ABOUT THE WORLD OF MOBIUS. BECAUSE ... "

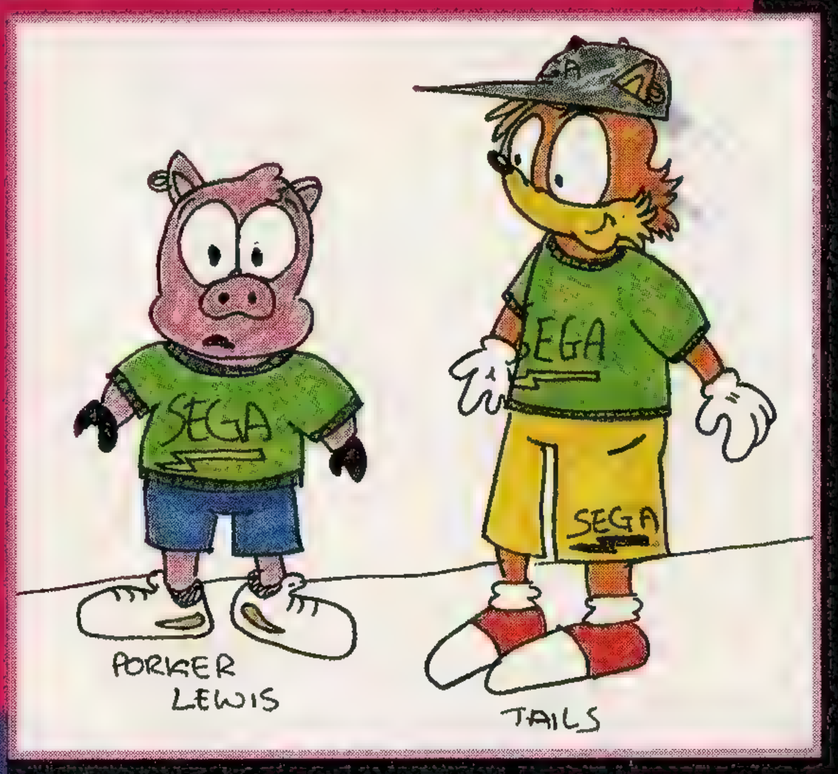
... I AM DOCTOR KINTOBOR!

NEXT ISSUE: SECRET OF THE KINTOBOR COMPUTER.

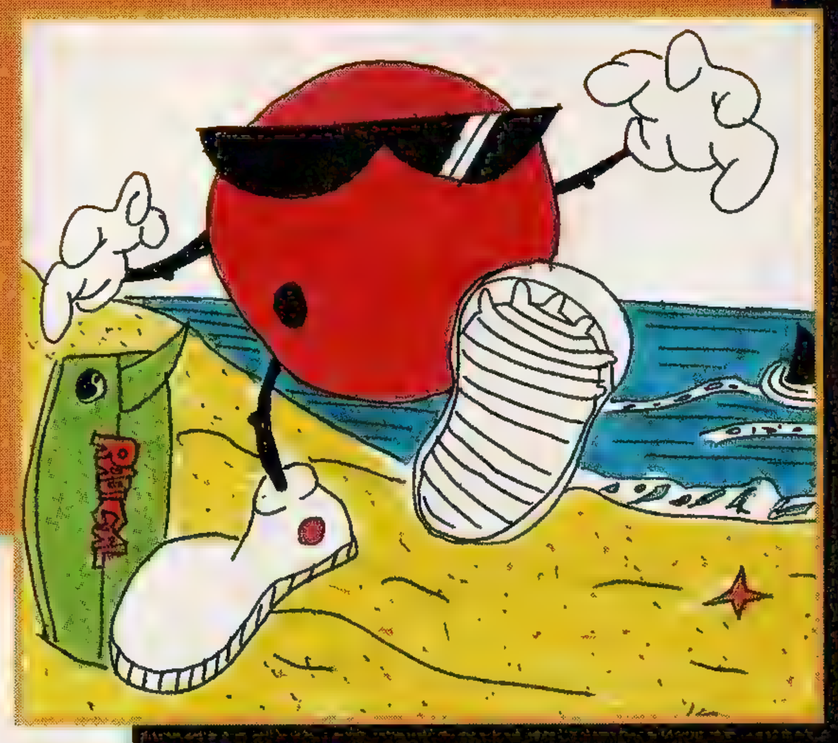
GRAPHIC Zone

Such talented Boomers! As the STC office is crammed full of your artistic efforts, here's a selection that were just itching to see the light of day (the owners responsible for these doodling delights will each receive a **Tomy Sonic the Hedgehog Water Fun Game.** What no Sonic! (turn to *Speedlines* for Hedgehog handywork).

Head, from Q Cap Attack.
By Stephen Harper, Luton, Beds. MD owner.
Sonic Water Fun Game Winner.



↑ Members of the Sega team.
By Daniel Prange, Sidcup, Kent. MS owner.
Sonic Water Fun Game Winner.



↑ Cool Spot.
By James Dixon, Low Moor, Bradford.
MS owner.
Sonic Water Fun Game Winner.

← By Jason Ducker, West Hunsbury, Northampton. MD owner.
Sonic Water Fun Game Winner.

→ Furs, Girlfriend of Tails.
By Michael Keens, Leyton, London.
MD, MS owner.
Sonic Water Fun Game Winner.

For a kick-start in getting your brush strokes recognised, take note of the pointers mentioned in STC 20's *Control Zone*:-

- ★ Draw in ink on white paper (avoid pencil or crayons).
- ★ Be original and don't copy pictures from the comic - try to come up with your own ideas.
- ★ Don't forget to include your name and address, written on the back of the page in capital letters).

Q Zone

Q is for Question.
Q is for Query.
Q is for Quandary.
Enter the Q Zone for hints, tips, and help with your favourite Sega games.

Q Zone continues it's recent new service for the masses of Boomers who deluged STC with requests for help with the various Sonic The Hedgehog games. Stand by to have your Sonic problems solved!
Sonic Solver: Vincent Low.

SONIC Solved

Sonic Chaos Part 3

MS GG

THE SPECIAL STAGES

TURQUOISE HILL ZONE
CHAOS EMERALD 1

1. Start off by standing Sonic on the TV-type monitor containing Rocket Shoes - then break the TV and ride the Rocket Shoes to the right (if you prefer, you can just play for rings and extra lives in this round and wait until a higher level to go for the Emerald).

2. The trick to completing this bonus round is to place Sonic below the middle of the screen to prevent him from drifting up or down. The Emerald is situated on the far right, so don't be tempted to backtrack and collect rings - continue riding the Rocket Shoes to the right.

3. The Emerald is in the middle of a circle of rings. As you have to be aligned just right to touch it, make sure you're in that mid-screen position in the last 20 seconds. You're awarded time and Emerald bonus points once you've successfully completed this stage.

GIGALOPOLIS ZONE
CHAOS EMERALD 2

1. This is an upwards climb all the way to a point where you'll discover a choice of two possible routes.

2. As you enter the stage, ignore the ledge to your right and run Sonic to the next ledge where you'll see a Pogo Pad.

3. Leap up and land on the Pogo Pad, then use it to leap up to the right, and at the top bounce off the Pogo Pad.

4. Leap up and to the right to land on another ledge. You'll find another Pogo Pad which you should use to leap Sonic up, but to the left.

5. Keep using the Pogo Pads to go up, right and left. You'll find a TV containing a clock timer - use the Pogo Pad to land on it, then leap back down to the right.

6. Leap high, to the right and land on a ledge with another Pogo Pad on it.

7. Continue upwards - you'll see a ledge to your upper right without a Pogo Pad, but don't panic as this is designed to confuse you.

8. Use the Pogo Pad that Sonic is on to land on the ledge. Jump again to your left onto an L-shaped alcove to find the Chaos Emerald (if you had leaped off the Pogo Pad onto the ledge, you would not have been able to jump high enough to reach the L-shaped alcove). Sneaky!

SLEEPING EGG ZONE
CHAOS EMERALD 3

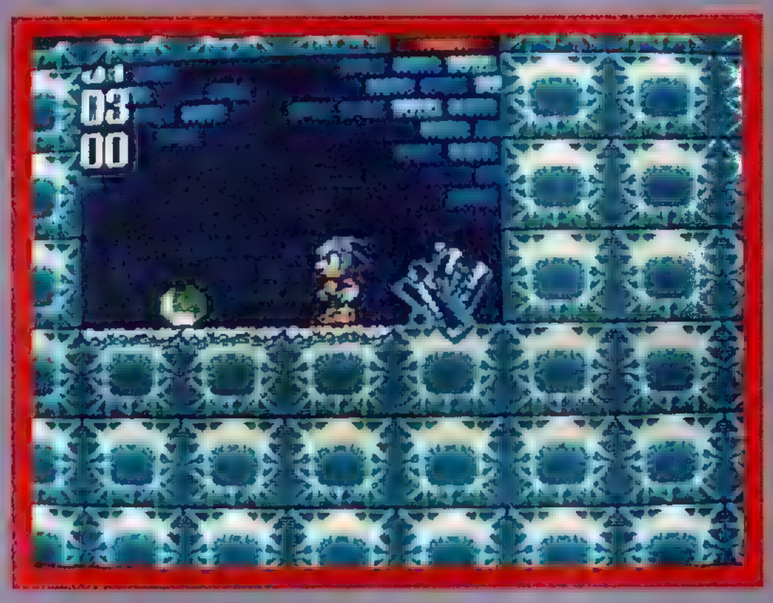
1. Run right, leap onto the TV, release the buttons, let Sonic be drawn into the tube and allow it to run its course.

2. You'll come to a chamber similar to the previous one, only with a TV containing an Invincibility Shield blocking a tube entrance.

3. Don't touch the buttons or pad as you'll land on the TV, break it and automatically go into the tube.

4. This will happen another three times, so when you pass through the fifth section of piping, prepare to push up for that Green Emerald (which you'll see through a wall in a chamber to your right as you go up through a tube).

5. When you get to the top and turn left you'll see a crossroads connection ahead that goes up.



6. Press Up hard to go up and you'll be taken to the right into the chamber containing the Green Chaos Emerald.

13. Leap Sonic up and to the right,land on a ledgeto the right of two horizontal Red Springs.

14. Run right and gently leap off the edge. Sonic will land in an area with a Red Spring positioned to his right and a TV with Rocket Shoes behind and above it.

15. Retrieve the Rocket Shoes and go to the top of the screen without touching the joypad!

16. Once you eventually get to the far right side Sonic can collect the Grey Chaos Emerald. If you successfully leaped over the last set of Rocket Shoes you would then start to cross a collapsing bridge of blocks - quickly turn around and leap back to the Rocket Shoes you missed. Collect them and head for the top of the screen and you'll drop down to the Grey Chaos Emerald.

MECHA GREEN HILL ZONE
CHAOS EMERALD 4

1. Go right and leap off the spring, pushing hard right so that Sonic enters the alcove above.

2. Break the TV that holds Rocket Shoes, proceed left, drop down and push hard right, and go up as far as you can. When the Rocket Shoes fall away you will land on a ramp which you should go down at a lower right diagonal.

3. As you hit the bottom, push down to make Sonic do a Spinattack on the wall ahead.

4. You'll pass through a chamber and drop down slightly. When you stop jump up and break the block beneath Sonic, then have him do a Dash Attack to your right.

5. You'll go right and Sonic will hit a wall again. Jump up, break the block beneath him, repeat the Dash Attack and Sonic will go through a wall to your right and roll up a diagonal path

6. You'll see a ledge from the top. As the upper right ledge is too high to jump, jump Sonic to the left, up to the ledge, then leap right to the ledge you both were unable to reach from below.

7. Go right, and as you reach the end of the ledge you'll see a Red Spring. Ignore the Red Springs and TV's containing rings below Sonic.

8. Run off the edge and the Red Spring will take you upper right to another ledge.

9. Turn right to aTV containing Rocket Shoes, going as high as you can, pushing hard right. As the shoes fall away and Sonic drops to the ground, you'll see a row of Red Springs going up a hill. Carefully climb the hill without touching the front of the springs, then land Sonic on top of them.

10. Once you are at the top of the hill of springs, run right and leap high off the edge of the ledge (this will take you to another ledge where you'll see two horizontal red springs below).

11. Take another high leap from the ledge above the two springs.

12. On landing, look out for a step down and a Red Spring pointing up and to the right, which you should ignore.

AQUA PLANET ZONE
CHAOS EMERALD 5

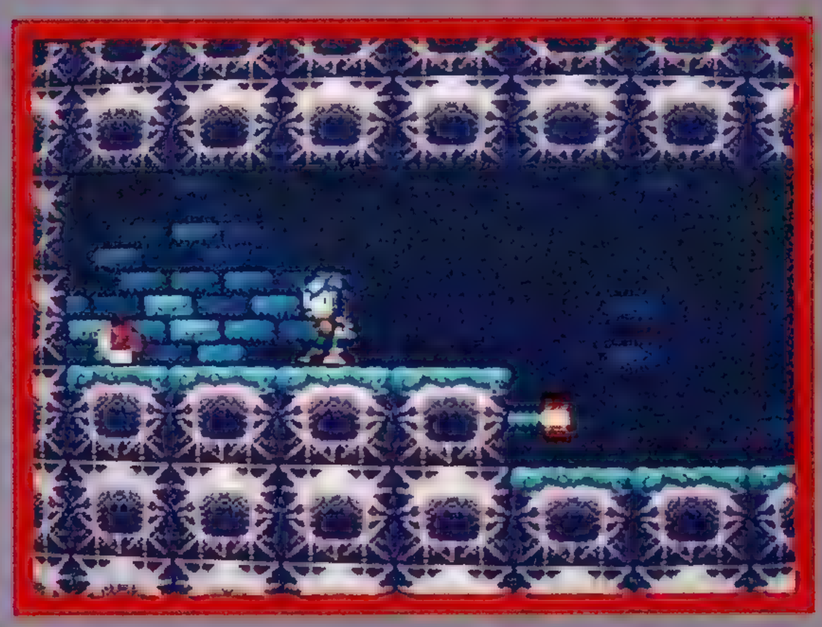
1. To head straight to the Purple Chaos Emerald, go right into the tunnel and let it carry you to the far right.

2. Go straight up. Take the second exit to your left by pushing hard left, before you get to the second junction box as you go up. As soon as you enter the left exit, press down to go into a tube below .

3. Now all that remains is for you to sit back and watch Sonic zoom around a series of tunnels. As soon as you see the chamber coming from the left, press Up and hit a button to avoid hitting the Red Spring and being bounced back to the tube.

4. Leap across and collect the final Emerald at your leisure!

Now all that remains is for you to head into the Electric Egg Zone and beat Robonik for that gem of an end sequence.



Next issue: Sonic Chaos Part 4 - The Bosses!

WONDER BOY

in GHOST WORLD

part 4

SHION THE WONDERBOY IS TRAPPED IN GHOST WORLD WITH LUKOUT THE COSMOLOGIST AND THE POET WORDSMITH. WHEN SHION'S CLIMBING A TREE NEAR DINOTOWN, HE'S ATTACKED BY A GHOSTLY FLYING CREATURE.

CRACK

GET AWAY FROM ME!

SCRAWEEE

HIDE, WORDSMITH! I CAN HEAR SOMETHING COMING! SAVE YOURSELF!

WHAT ABOUT YOU?

DON'T WORRY ABOUT ME. YOU CAN HELP ME LATER.

THROUGH HERE. I HEARD SOMEONE.

THWAKK!

HELP!

Script: Mark Eyles **Art:** M. DJ. Boyann **Lettering:** Elitta Fell

WICKED SHOT, WISIE!

NO SWEAT, MORCIE.

YAAAAA!

DOWN IN ONE. I WONDER WHAT HE'S DOING HERE?

YOUCH!

BETTER TAKE HIM TO THE KING.

KKRUMP!

LATER IN DINOTOWN...

AT LAST! THIS STONE CREATURE* IS A WEIGHT, NO JOKE!

*LUKOUT WAS MAGICALLY TURNED INTO STONE LAST EPISODE — MEGADROID.

WITHIN THE DINOSAUR KING'S PALACE...

WELL DONE, LOYAL WARRIORS. RETURN TO YOUR POSTS.

WE FOUND THESE NEAR DINOTOWN, OH GREAT KING.

UH... WHERE AM I?

HOW STRANGE, YOU'RE NOT A GHOST. YOU'VE COME DOWN OUR MAGIC STAIRWAY FROM MONSTER WORLD?

I CAME TO FIND A WAY TO STOP YOU DINOSAUR GHOSTS CLIMBING IT AND ATTACKING PEOPLE IN THE SKYROCK MOUNTAINS.

YOU? STOP US? HAR HAR HAR!

WE RULED FOR MILLIONS OF YEARS...

"ALL OF THE WORLDS OF THE LIVING WERE OURS...

"THEN CAME THE TIME OF THE GREAT DYING...

"WE PASSED THROUGH DEATH'S DOOR TO JOIN OUR ANCESTORS IN GHOST WORLD...

"WE WATCHED AS YOUR ANCESTORS DRAGGED THEMSELVES ONTO THEIR FEET AND TOOK THEIR FIRST STUMBLING STEPS...

"WE WAITED FOR THEM TO CRAWL BACK INTO OBLIVION, BUT INSTEAD THEY GREW MORE NUMEROUS..."

...BUT NOW THE TIME HAS COME FOR US TO RECLAIM OUR BIRTHRIGHT.

WE WILL ONCE MORE BE THE MASTERS OF THE WORLDS OF THE LIVING.

BUT YOU'RE **DEAD!**

WE'RE NOT GOING TO LET A LITTLE THING LIKE THAT STOP US...

"WE CALLED ON THE **WAILING SISTERS OF WITCHERY WORLD** TO LINK GHOST WORLD TO THE SKYROCK MOUNTAINS IN THE WORLDS OF THE LIVING.

"THEY CREATED THE STAIRWAY OF STEPPING STONES USING A **POWER JAR.**

AFTER CONQUERING THE SKYROCK MOUNTAINS WE'LL ATTACK **MONSTER WORLD.**

TOMORROW I'LL TURN **YOU** INTO A GHOST AND YOU CAN JOIN MY ARMIES.

A GHOST? HOW'RE YOU GOING TO DO THAT?

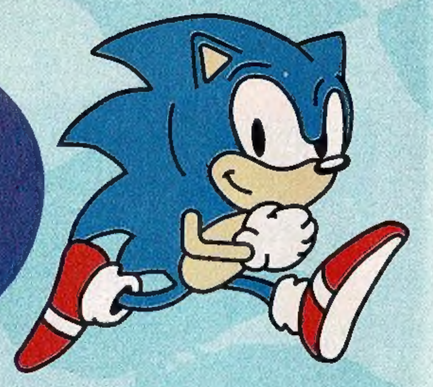
WELL, YOU HAVE TO BE **DEAD** FIRST...

"AS LONG AS THE **POWER JAR** REMAINS SAFE WITH ME, THE STEPPING STONES WILL REMAIN IN PLACE. MY DINOSAUR ARMIES CAN **ATTACK** THE SKY-ROCK MOUNTAINS AT ANY TIME."

NEXT ISSUE: **SHION THE GHOST?**

БМБ 93

SPEEDLINES

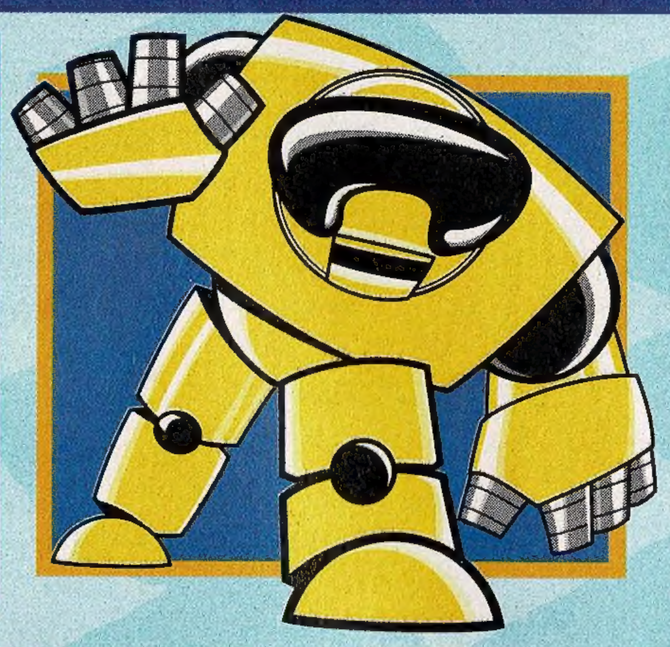


Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.



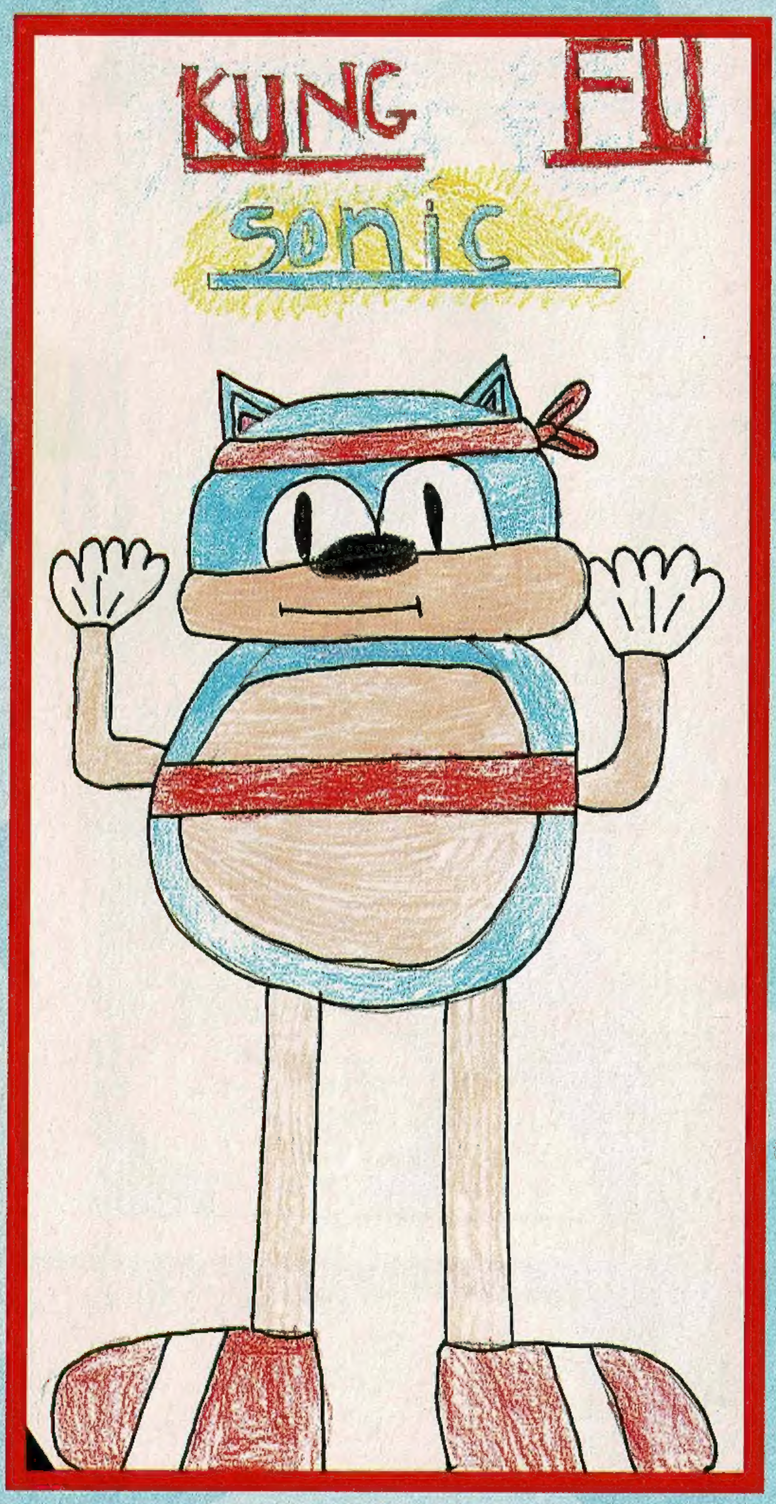
More Oldfash?

Dear STC or whoever,

Please make sure you get things right before you tell us we send in rubbish (STC 20). I wouldn't care if you were nice about other people's stuff, but you say that the things you receive aren't worth printing (I have won competitions with things you have rejected). I suggest you get your own act sorted out before you tell us kids off.

David P Newman, Ellington, Morpeth. Sonic Water Fun Game Winner.

If you'd carefully read STC 20, David, you would have noticed I said only a small number of letters and drawings aren't good enough to appear - a very small number. Most are excellent, it's just that there isn't enough room to print them all - much as we'd like to. As for "...telling us kids off,' I don't think so, do you? 'Kids' don't read STC - Sonic Boomers do!



Stephen Foreman, Bexley, Kent. Sonic Water Fun Game Winner.

Girl Talk

Dear STC,

I have noticed that most of the letters printed in STC are from boys. Can you tell me why hardly any of them are from girls as I for one have sent in loads of letters.

Kathryn Thompson, Huyton, Liverpool. Sonic Water Fun Game Winner.

For some unknown reason STC has more male-hume readers than female. Personally I can't understand it as I am a bit of a cyber sex-symbol really.

Budding Editor

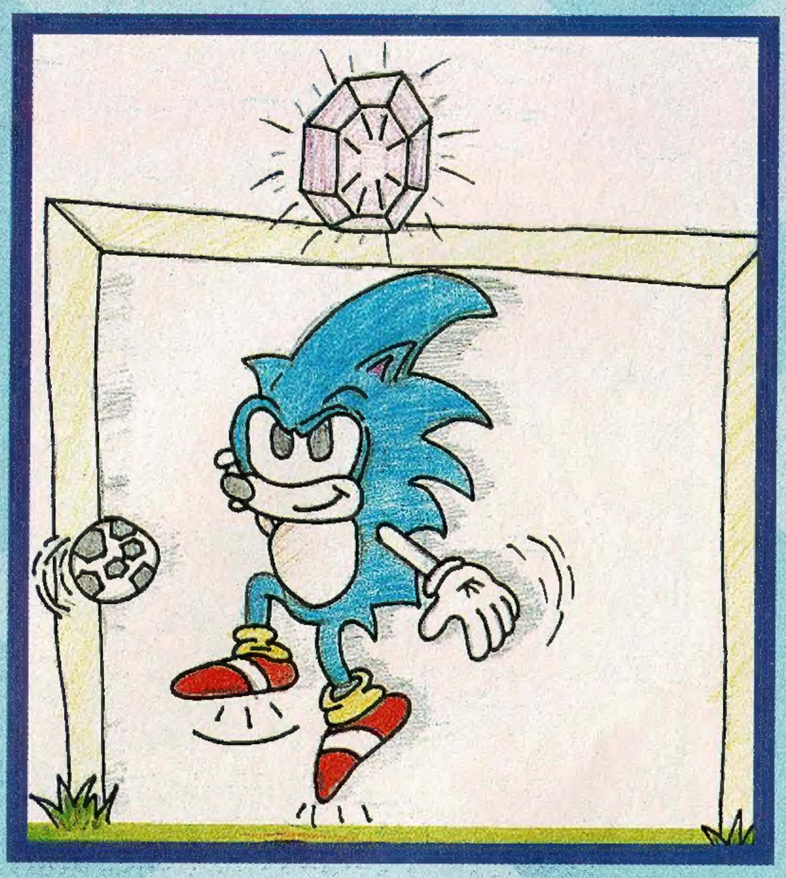
Dear STC,

I implore you to print my diligent contribution in your esteemed periodical as I enjoy reading about the blue one. Yours, bungee jumping into the pool room.

Nicol Hay, Deans, Livingston, Scotland. Sonic Water Fun Game Winner.

P.S. How about a job when I'm older?

Well Nicol, you make as much sense as the editorial humes around here, so I guess you're ideal for a job.



Diamond Geezer! Sarah Payne, Llanishen, Cardiff, Wales. MS owner. Sonic Water Fun Game Winner.

Deserve To Dive

Dear STC,

I think I should be allowed to win one of your Sonic Water Fun Games because I am learning to swim!

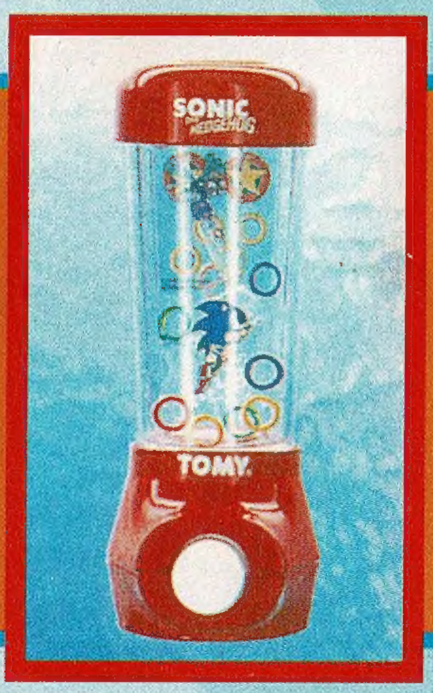
Stuart Heard, Plaistow, London. Sonic Water Fun Game Winner.

Interesting logic, Stuart. The editor's learning to hang glide at the moment - does that mean he should be hung?

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.



NEXT ISSUE!
THE NEWS ON THE STREETS IS BAD... FOR SKATES!
THE STREETS OF RAGE
SIZZLE WITH ACTION NEXT ISSUE!
PLUS! THE HEAVY METAL SONIC SHOWDOWN!
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DATA STRIP

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WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 25 OF STC?

☐ %

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